



# STICKYBEAR<sup>TM</sup>

How to play

For your Atari<sup>®</sup> Computer  
Stickybear<sup>™</sup> Bop will work on any Atari  
Computer with 48K and a disk drive.



## Object

The object of the game is to accumulate points by bopping as many things as possible before running out of balls or getting bopped by a sandbag.

Each successive round requires more skill, and features colorful new objects to bop. The increasing difficulty as you progress makes this game fun and challenging for all ages. Quick hands, accuracy, and practice are what you'll need to survive to the final rounds.

## How to start

Turn on your television set or monitor. Follow the manufacturer's instructions for turning on your disk drive. Insert the disk into the drive and turn on your Atari.

You can play Stickybear Bop at the Beginner Level or at the Advanced Level. First, you will see the title panel, followed by this text.

PRESS SELECT

BEGINNER

OR

PRESS START

To play at the Beginner Level, press START.

To play at the Advanced Level, press SELECT. The panel will now read:

PRESS SELECT

ADVANCED

OR

PRESS START

Now press START.

## Game Play

The joystick controls the movement of your flipper from left to right. Press the button to toss up a ball.

Press the key marked ESC to halt the game at any time. Press ESC again to resume play.







Now let's play

# STICKYBEAR BOP!

You will start with 10 balls — 9 in the box and one on the flipper.

## ROUND 1

The game opens with a large smiling Stickybear moving slowly by, tipping his hat, while planets, ducks, and hats pass above him. The objects on the top row are worth the most points. Bop 10 objects to move to Round 2.

## ROUND 2

Mr. and Mrs. Stickybear appear at either side of the screen and begin juggling balls, stars, and apples. The juggled objects can be hit only at the top of their arc. *Hint:* Almost all the way over to the right side is the best place to bop them from. Bop any 3 objects to move to Round 3.

## ROUND 3

Stickybear sails gently across the top of the screen in his balloon. He smiles, waves, and tries to drop sandbags on the flipper. If he splats you with a sandbag, the game is over. Try to avoid the sandbags to get safely through the round, or bop the sandbags. *Bonus:* For every 3 sandbags bopped, you get an extra ball (up to 10 in the box).

When Stickybear sails off on the right, move to Round 4.

## ROUND 4

Mrs. Stickybear bounces her ball across the screen with rabbits, hearts, birds, stars, and flowers above her.

Bop any 20 objects to move to Round 5.

## ROUND 5

Same as Round 2 except each object must be bopped twice. *Hint:* You can build up a high score if you avoid hitting one kind of object until all others have been bopped. For example, don't hit the stars until you have bopped everything else and there are only stars being juggled. Then hit two stars to move on to Round 6.

## ROUND 6

A pair of silly birds fly across the screen and, if they are not bopped, steal balls from the box on the right. They fly back with the balls in their beaks and give you one more chance to get the balls back.

After Round 6 the game continues with more sandbags, a bigger flock of silly birds, and more of everything else to be bopped.

**GOOD LUCK  
AND HAPPY BOPPING!**



Stickybear™ Bop  
*Atari version by Richard Hefter and David Cunningham*

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